ATARI® XE™ VIDEO GAME CARTRIDGE

Game Manual

FIGHT NIGHT™

by Accolade™

Strap on your boxing gloves, and step into the ring. Tonight you're going to test your prowess against five of the world's toughest fighters. To prepare for this event, you'll create your own champs and train them in punching skills, footwork, timing, and sparring. Then you'll enter your fighters in championship matches and tournaments.

As the tension mounts in the smoke-filled arena, you eye your contender warily. Be careful, and good luck. This could be your big night!

System Requirements

- Atari XE game system console or XE or XL™ computer
- Color TV or color monitor
- One or two joysticks
- Disk drive (optional)
- XE keyboard (optional)

Getting Started

1. With your XE game system turned off, insert the Fight Night cartridge into the slot on the top of your console, as explained in your Owner's Manual.
2. Plug a joystick into controller port 1 for one player and another into controller port 2 for two players.
3. Turn on your TV or monitor; press **[Power]** to turn on your console. The Fight Night title screen appears.
4. Press the joystick fire button to begin the game.
5. The Fight Night opening screen will appear. Move the joystick left or right to highlight either Info (for information about the game) or Fight Night (for a list of the game's events) at the top of the screen. Then press the joystick fire button.
6. Using the joystick in port 1, select one of the events on the list. To do so, move the joystick handle up or down to highlight one feature at a time. When your choice is highlighted, press the joystick fire button.

Fight Night Events

Fight Night is a multi-event sports-simulation game. You have your pick of any one of the five events listed under Fight Night on the opening screen: Main Event, Boxing Construction, Training, Sparring, and Tournament.

In Main Event, you'll fight against a series of five contenders, each one more powerful than the last.

In Boxing Construction, you'll have a chance to create your own human- or computer-controlled boxers with various physical characteristics and fighting qualities. You can then enter your creations in the matches.

In Training, you'll train these powerhouses in punching, footwork, and timing, using the joystick.

In Sparring, your fighters will practice what they've learned in training in a match between two constructed boxers–player against player, player against computer, or even computer against computer.

In Tournament, you and a friend can take on the roles of promoters, lining up your best boxers to fight each other's stars in round-robin order.

In each event, the joystick controls work the same way. To select options or contenders, move the joystick handle right or left, if indicated, or up or down to highlight your choice. Then press the joystick fire button to make a selection.

If, while in one event, you want to return to the beginning screen to choose another event, select the Exit option or press **[Start]**.

Press **[Select]** to pause the game; press it again to return to the game.

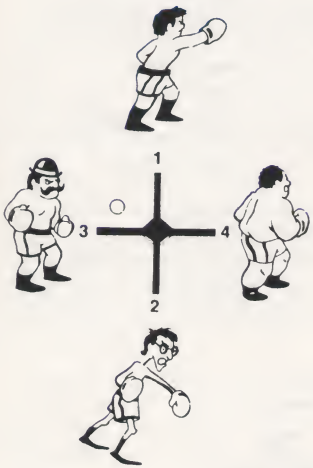
Press **[Option]** to turn the music on or off.

Boxing Moves

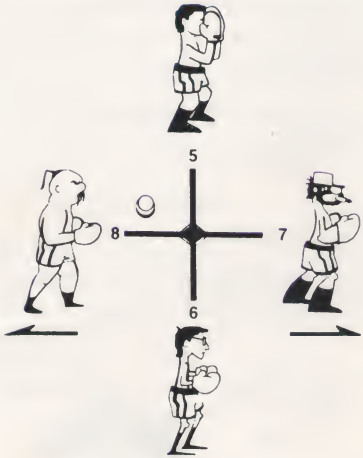
To box, you have eight different commands at your disposal.

n Event!

Fire Button Down



Fire Button Up



Command	Joystick Handle	Fire Button
1. Throw a jab	Up	Down
2. Throw a body blow	Down	Down
3. Fake a jab	Left	Down
4. Fake a body blow	Right	Down
5. Put your guard up	Up	Up
6. Put your guard down	Down	Up
7. Move right	Right	Up
8. Move left	Left	Up

Constructing Boxers

You can create and save up to 18 custom-designed boxers by combining a variety of attributes and body parts. Your champ can be an entirely new creation or a variation of one of the five existing champs. You can use one of the champs' names, or you can make up one of your own. And your star fighter can be either human- or computer-controlled. You can then save your creations to use them for training, boxing matches, and tournaments. If you have an external disk drive, you can save these fellows onto a formatted blank disk and then load them at a later time for refining, training, and fighting. You can save up to 18 boxers on a disk.

Start with the Edit menu in the top-left corner of the screen. Select your fighter's characteristics from those displayed under each category.

Edit

The Edit menu gives you various options for changing the boxer on the screen. The New option lets you create a boxer from scratch. The Load option lets you load an existing champ by name. The Save option lets you save your creations temporarily while you're playing Fight Night. The Revert option cancels changes made to an existing boxer after loading so that he will revert to his characteristics before loading. The Delete option lets you remove a boxer from the screen. The Dload option loads boxers from your disk. After you've saved your boxers using the Save option, you can save them to your disk by selecting the Dsave option.

Parts

With Parts, you can build your boxer's physical characteristics from head to toe, including his style of boxing shorts. As you slowly put him together, you'll see your creation evolve on screen.

Statistics

With Statistics, you can pick your champ's fighting characteristics in each of four categories: power for blow to head or body, resistance for blow to head or body, time spent on offensive and defensive actions, and intelligence. You can determine the actions and intelligence of your would-be star ONLY if you decide to make him computer-controlled.

Other

With Other, you can choose a name for your hero, decide whether you or the computer will control him in the ring, and exit from the construction screen. After you select Name, a white square (cursor) will appear in the name box.

If you have a keyboard, type a two-line name, up to seven characters per line. If your name has fewer than seven characters per line, press **[Return]** at the end of each line.

To enter a name using the joystick, move the joystick handle up or down to pick each letter, move right to advance a space, move left to delete the character to the left, and move right at the end of a line.

Always decide if your champ will be human- or computer-controlled before defining his statistics.

Training

Before your boxers fight, they'll need to train. With Train, you can practice your joystick control to perfect your boxing offensive and defensive strategies. After selecting a boxer for training, you'll pick a training speed, displayed on a speed bar. You'll then choose a training mode: Follow (the computer requests your moves) or Lead (you choose your own moves). When your boxer is ready, he can continue his training under Sparring by practicing his strategy against another champ (human- or computer-controlled) or watch two champs spar. You can choose the sparring partners. You control your boxer only if he was designated as human-controlled in Boxing Construction.

In the Ring

In Main Event and Tournament, your boxer will compete against other contenders for a score. The top of the screen displays each boxer's name, picture, score, and KO bar, as well as the round number and a clock.

The object of the fight is to knock out or "KO" the contender by landing blows to his face and body, while avoiding similar blows. Each time a fighter lands a blow, his score goes up and his opponent's bar increases.

There are three rounds to a match, each round lasting three minutes. Your points accumulate through each round. If neither player is KO'd, you might be able to win by decision. If neither is KO'd by the end of the match, the player with the highest number of points wins.

Existing Contenders

Contender	Rank	Strengths	Weaknesses
Dip Stick	4	Light on his feet	Light in the head
Kid Kastro	3	Throws lots of punches	Punches lack pop
Hu Him	2	Cement head and vicious superblow	Backs away from body blows
British Bulldog	1	Heavy puncher	Thick as a brick
Bronx Bomber	The Champ	Everything	None

Dip Stick

Kid Kastro

Hu Him

British Bulldog

Bronx Bomber

Scoring

When you score points and how many points you score depend on the boxer you're fighting. Each boxer has a different point value for each punch (jab, body blow, or superblow) and resistance value for each blow.

Your boxer's guard position determines the degree of damage. If his guard is up when his contender lands a jab, or down when he lands a body blow, the amount of damage caused by a punch is zero.

You can win extra points by stepping into a punch, fewer points for stepping out of a punch.

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